

# NWA BASKETBALL LEAGUE RULES

1. The NWA League will be conducted under National Federation of High School Rules, unless otherwise noted.
2. **Uniforms:**  
It is recommended that uniform numbers be on both the front and back of the uniform. **It is required that teams have both a dark and light colored jersey.**
3. **Home/Visitor:**  
**In Tournament play, the Higher Seeded team will be the home team.** The home team wears white and should **use the bench to the right of the scorer's table**, as you face the floor. Each team's basket for the **pre-game warm-up will be the basket furthest from its bench.**
4. **Warm-up/Games Balls:**  
Teams will provide their own warm-up balls. AAO will not provide warm-up or Game Balls. One must be a game quality ball to be used in league games. Balls are the responsibility of each team and should be kept in their possession at all times when not being used for game.
5. **Volunteer Scorekeeper/Clock Operator:**  
**Each team will be responsible to provide either a qualified volunteer scorekeeper or a clock operator.** A scorekeeper or clock operator can be removed and replaced at any time by the game officials or the League Director whenever they deem it appropriate to do so. **The Volunteer scorekeeper/clock operator must refrain from cheering for their respective teams while acting as scorekeeper/clock operator.**
6. **Game Clock Times/Half time/Pre-game/Overtimes:**  
**Two-16 minute running clock halves. The clock will stop the last minute of the half and game.** Prior to the last minute of each half the clock will be stopped only for time-outs, injuries or at the officials' discretion. **Halftime** will be 3 minutes. **The first overtime period** will be 3 minutes with the clock stopping only during the last minute. **Double overtime and all other overtimes will be sudden death.** **In Semifinal Play (4 teams) and Championship Games, ALL OVERTIMES will be 2 minutes with the clock stopping during the last minute of play.**
7. **Pressing/Mercy Rule:**  
Teams are **NOT** allowed to press over half court with a **15 point or more** lead. First violation will be a warning from official; subsequent violations will receive a technical foul against the bench. When a team leads by **20 points or more** anytime during the game, the running clock will stay in effect.
8. **Free Throws:**  
Teams will shoot the **double bonus** beginning with the **7<sup>th</sup> team foul** and **all in the act of shooting** fouls. We will operate under the **"one for two"** rule. That is one free throw is allotted, if the basket is made 2 points are awarded. If the basket is missed play resumes. **For fouls on 3-pointers**, the first shot will be "one for two" and then a bonus shot for the 3<sup>rd</sup>. If the first is missed then the shooter will still get a bonus shot. This rule is adopted to help keep the games on schedule.
9. **Timeouts:**  
Each team will be allowed **2 forty-five second timeouts per half.** **Timeouts are lost** after each half if they are not used. **One additional forty-five second timeout will be allowed for each overtime.**
10. **Basketball Size:**  
Girls' division and 5<sup>th</sup> Grade Boys Division will use the intermediate 28.5 size ball. Boy's 6<sup>th</sup> and 7<sup>th</sup> divisions will use a regulation size ball (29.5).
11. **Coaches/Players/Parents/Officials will all abide by the League Code of Conduct.**  
**Inappropriate behavior will not be tolerated. The League Director or any game official may remove a player, coach, or fan from a game or tournament for inappropriate behavior. All Coaches must register on [www.aaoTEAM.org](http://www.aaoTEAM.org) before the start of the season.** Each coach is responsible for the conduct of the team's players, coaches and fans on and off the court and must promote the best sportsmanship, win or lose.
12. The **League Director** may modify the League Rules when the League Director deems it in the best interest of the league/tournament to do so and all teams will be bound by any such change.